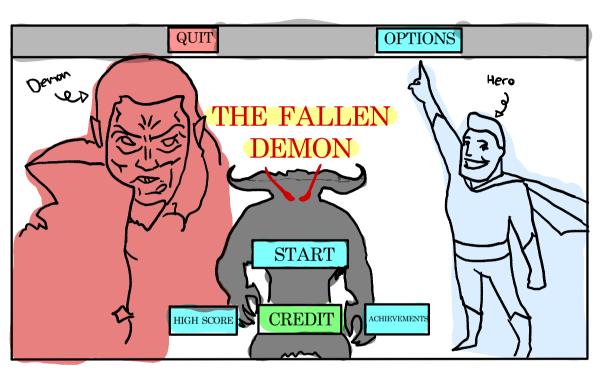
## **MENU**



## **IN-GAME**

